

Abstract of the Disclosure

A system models a graphics object by first providing a model of the object, generation parameters specifying a fixed level-of-detail, and conversion parameters specifying variable levels-of-detail. An adaptively sampled distance field having the fixed level-of-detail is generated from the model, and the adaptively sampled distance field is converted from the fixed level-of-detail to the variable levels-of-detail while concurrently generating rendering primitives.